

## **WHAT IS CLAIMED IS:**

1. A method of playing a board game utilizing a generally square game board which comprises multiple rows of boxes, each box bearing a number thereon; the method comprising the steps of:

players rolling a die to determine a player who is to go first;

a first player taking a previously-determined quantity of letter tiles from a bag of letter tiles;

the first player passing the bag to other players to select their letters;

the first player making a word with a particular quantity of letters that corresponds to a number located in a previously-determined location upon a game board;

a first row of number boxes located immediately above the word "START" on the game board, where the player begins with a previously-determined movable game piece;

the first player showing the word to all other players;

the first player moving the previously-determined movable game piece to the box bearing the number corresponding to the length of the word made;

the first player's letter tiles discarded into a pile;

the first player rolls the die and selects a corresponding number of additional letters from the letter bag;

each subsequent player making a word with a number of letters which corresponds to a previously-determined number box on the game board;

the box to which the user seeks to move adjoining the box at which their game piece currently sits, in a horizontal or upward diagonal manner, functioning to allow for upward movement of the game piece towards a center box of the game board;

the center box bearing a previously-determined number, the first player to reach the center box by making a word of a quantity of letters corresponding thereto winning the game.

2. The method of playing a board game as described in claim 1, wherein the game is played by two, three, or four players.

3. The method of playing a board game as described in claim 1, wherein each player selects six letters to begin the game.

4. The method of playing a board game as described in claim 1, wherein a player must make a seven letter word to enter the center box of the game board to achieve victory.

5. The method of playing a board game as described in claim 1, wherein the total number of letter tiles utilized is two hundred sixty eight.

6. The method of playing a board game as described in claim 1, wherein the center box of the game board comprises a logo with the name of the board game.

7. The method of playing a board game as described in claim 1, wherein the game is produced in a compact travel size.

8. The method of playing a board game as described in claim 1, wherein the game is played in a computer-generated or electronic format.

9. The method of playing a board game as described in claim 1, wherein the game is three dimensional in nature, with the center box located above the outer edges of the game board.

10. The method of playing a board game as described in claim 1, wherein a user who can not make a word must pass his or her turn to the next player, and roll the die to select a corresponding quantity of letter tiles for future usage.

11. The method of playing a board game as described in claim 1, wherein each player uses a tile rack with three tiers or four tiers.

12. The method of playing a board game as described in claim 1, wherein the first row of boxes on the game board comprise the numbers "3," "5," "5," "3," and "6."

13. The method of playing a board game as described in claim 1, wherein any player may challenge whether another player's proposed word is acceptable.

14. The method of playing a board game as described in claim 13, wherein the challenging player refers to a previously-determined dictionary to verify the accuracy of the word

15. The method of playing a board game as described in claim 13, wherein if the word is challenged successfully, the player who made the word loses a turn.

16. The method of playing a board game as described in claim 13, wherein if the word was challenged unsuccessfully, the challenging player loses his or her turn.

17. The method of playing a board game as described in claim 1, wherein if a player cannot make a word, that player rolls the die, selects a corresponding number of letter tiles, and passes to the next player.

18. The method of playing a board game as described in claim 1, wherein if the letters tiles in the bag run out before the game has ended, all of the discarded letters are put back into the bag, allowing players to continue where they left off.